

**PATENT CLAIMS**

1. A method of handling payment of downloadable content from a content provider to a wireless terminal via a communication network, said method comprises step of
- 5     • opening a software application in said wireless terminal,  
      • requesting downloadable content from the open software application,  
      • automatically starting up a network session,  
      • transmitting in said network session a request for downloading said downloadable content for the software application,
- 10    • receiving said downloadable content for the software application for pre-study,  
      • handling of payment for said downloadable content for the software application for enabling storing of said downloadable content for the software application, and
- 15    • storing of said downloadable content for the software application from which the downloadable content for the software application was requested.
2. A method according to claim 1, wherein the requested downloadable
- 20    content includes at least one of the following items:  
      • a ring tune,  
      • a tactile feed back from a vibrator,  
      • a graphic icon,  
      • an animation, and
- 25    • a new maze or background for a game.
3. A method according to claim 1, wherein the networks session is a WAP session.
- 30    4. A method according to claim 3, wherein the WAP session is established with a pre-identified content provider.

5. A method according to claim 4, wherein the user of the wireless terminal has an account at the pre-identified content provider, and wherein the handling of payment for said downloadable content includes transfer of an amount from said account to the content provider upon approval by the user.
6. A method according to claim 5, wherein the storing of said downloadable content is enabled once the user has approved said payment.
7. A method according to claim 3, wherein the WAP session is established with a pre-identified Internet portal hosting at least one content provider.
8. A method according to claim 4, wherein the user of the wireless terminal has an account at the pre-identified Internet portal, and wherein the handling of payment for said downloadable content includes transfer of an amount from said account to the content provider upon approval by the user.
9. A method according to claim 5, wherein the storing of said downloadable content is enabled once the user has approved said payment.
10. A wireless terminal via a communication network, and comprising:
- at least one software application,
  - said at least one software application comprises means for the user for requesting downloadable content,
  - means for automatically starting up a network session upon detection of a user entered request,
  - means for transmitting a request in said network session for downloading said downloadable content to a content source,
  - means for receiving said downloaded content for the software application for pre-study,

- means for handling of payment for said downloaded content for the software application, and
- means for storing of said downloaded content for use with the software application from which the downloadable content was requested once payment has been handled.

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11. A wireless terminal according to claim 10, wherein the requested downloadable content includes at least one of the following items:

- a ring tune,
- a tactile feed back from a vibrator,
- a graphic icon,
- an animation, and
- a new maze or background for a game.

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12. A wireless terminal according to claim 10, wherein the networks session is a WAP session.

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13. A wireless terminal according to claim 12, wherein the WAP session is established with a pre-identified content provider.

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